

**Beagle Bros**  
MICRO SOFTWARE

**BEAGLE BROS**  
**APPLE® SOFTWARE**  
**CATALOG**  
& BEAGLE BROS BULLETIN  
Volume 0, Number 8—WINTER/SPRING 1986

NOW  
IN  
OUR  
SIXTH  
BIG  
YEAR!

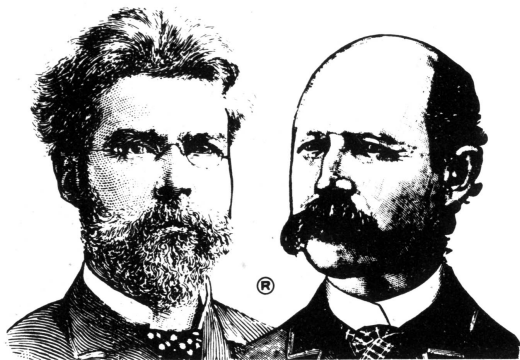


48	45	4C	50	21	20	47	45
54	20	4D	45	20	4F	55	54
21	20	4E	40	20	54	52	
41	50	45	40	20	54	52	
20	48	45	52	45	21	49	4E
20	21	53	4F	50	21	20	2D
00	00	00	00	00	48	49	45

**New Apple Software**

**FOUR NEW PRODUCTS**  
**INCLUDING MINIPIX (PAGE 3)**  
"APPLE" IS A REGISTERED TRADE MARK OF APPLE COMPUTER, INC.





## BEAGLE BROS SOFTWARE CATALOG

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		II II+	Ile IIc	3.3 Pro	
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BEAGLE BAG . . . . .	27	● ●	● ●	■	48K
BEAGLE BASIC . . . . .	16	● ●	● ●	■	64K
BEAGLE GRAPHICS . . .	7		● ●	■ ■	128K
<i>NEW:</i> BIG U . . . . .	24	● ●	● ●	■	64K**
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\*ProDOS version requires 64K min.  
 \*\*Some *BIG U* programs require 128K.

BEAGLE BROS APPLE SOFTWARE CATALOG & BEAGLE BROS BULLETIN  
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 3990 Old Town Avenue, Suite 102C, San Diego, California 92110/619-296-6400  
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Our attorneys say to mention that "APPLE" is a registered TM of You-Know-Who.





# Minipix DISK #1

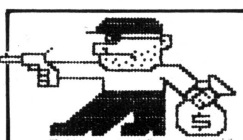
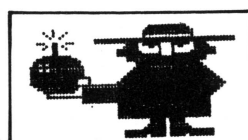
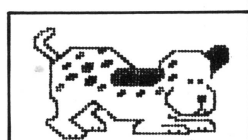
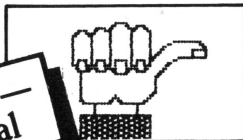
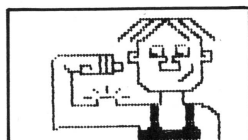
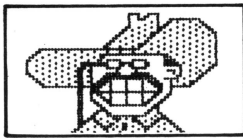
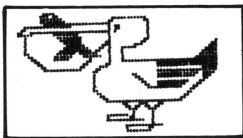
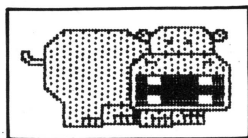
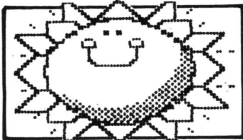
200 HI-RES "CLIP ART" PICTURES by Fred and Sara Crone  
\$29.95, Compatible with any Apple II—DOS 3.3 and ProDOS

**Alpha Plot, Beagle Graphics, Print Shop™, Shape Mechanic** and most Apple graphics programs are compatible with these 200 on-disk hi-res "mini-pictures".

**ALPHA PLOT™, BEAGLE GRAPHICS™**, and other programs may be used to "clip" Minipix off the screen and "paste" them onto their own hi-res pictures. Customize Minipix pictures too—all may be used as-is or converted to Beagle Graphics' double hi-res format.

**PRINT SHOP™** owners can load pictures directly from the Minipix disk and use them on greeting cards, signs and banners. (*PRINT SHOP is a trade mark of Broderbund Software.*)

**SHAPE MECHANIC™** and **APPLE MECHANIC™** fans can use Minipix pictures in shape table format for animation and decorative hi-res title screens and displays.



Many Many MORE—  
200 Pictures Total

These are actual Minipix printouts. Each picture fits in an area roughly equal to 1/12th of the screen.  
A printout of all 200 pictures is included with the disk to help you plan your layouts.

A simple program on the disk lets you convert any Minipix picture into a negative or mirror image.  
You also can convert parts of full-screen hi-res pictures into PRINT SHOP™ format.

Use Minipix pictures in your programs—no charge!



# Shape Mechanic

SHAPE EDITOR/HI-RES FONT DISK by Bert Kersey and Mark Simonsen  
\$39.95, Compatible with any Apple II—DOS 3.3 and ProDOS

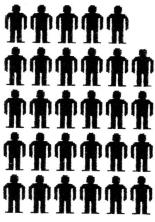


## NEW FEATURES, NEW SPEED!

Shape Mechanic is a lightning-fast remake of our "Apple Mechanic" and "Typefaces" disks, combined and rewritten to support ProDOS as well as DOS 3.3. New programs have been added too. Take a look.

## SHAPE EDITOR

Your Apple is capable of displaying and manipulating hi-res drawings that are stored in memory in the form of "shape tables". These drawings may be called to the screen from your programs with Applesoft's *Draw* and *Xdraw* commands. Shape tables are excellent animation tools that may be used in a variety of applications—from games to animated titles, charts and graphic presentations.



(Sample chart made with Shape Mechanic shape tables and type)

Projected Population, 1985

Shape Mechanic's Shape Editor makes shape construction a snap. You plot your drawing from the keyboard as it is simultaneously displayed in same-size and enlarged forms on the hi-res screen. Your shape is then automatically converted into shape table data and stored on disk for you. The hassle is gone and your creativity is released (that's what computers are for, right?).

## NEW "SHAPE-CAPTURE"

Shape Mechanic's Shape-Capture program lets you convert part or all of a normal hi-res picture into a shape that can be stored on disk and drawn and/or animated with Applesoft's *Draw* command. Convert Minipix pictures too (page 3). Most smaller converted shapes can be edited with the Shape Editor program.

## A HI-RES LEARNING TOOL

The Shape Mechanic disk features three Demo programs that teach a ton about using shape tables and hi-res graphics in your programs. The instructions give a complete rundown of Apple's hi-res and shape table commands.

## HI-RES CHARACTER EDITOR

Shape Mechanic lets you create and edit hi-res "shape fonts" which may be typed directly on the screen or be accessed from your Applesoft programs. 30 hi-res fonts are included on the disk (see *Font Mechanic*, next page, for more).

Shape fonts feature proportional spacing, fast printing speed, no Vtab-Htab restrictions, and the ability to "Xdraw" words over multi-colored backgrounds.

## FONTS FONTS FONTS!

Most of Shape Mechanic's 30 fonts appeared on our old DOS 3.3 "Typefaces" disk. Here are samples:



30 Fonts Included With Shape Mechanic

## USE OUR FONTS AND ROUTINES IN YOUR PROGRAMS—FREE!

If you are writing programs for sale, you may use Shape Mechanic's routines and type fonts without charge. Just give Beagle Bros credit on your disk title screen and documentation.



# Font Mechanic

30+ ALL-NEW FONTS FOR SHAPE MECHANIC by Mark and Jon Simonsen  
\$29.95, Compatible with any Apple II—DOS 3.3 and ProDOS

## NEW TYPE, NEW UTILITIES

Font Mechanic is a companion to our Shape Mechanic disk (previous page). It gives you 30+ new fonts to use in your programs (samples shown below), plus a new set of utilities for manipulating shape fonts as well as hi-res fonts from other sources.

## FONT CONVERTER

Font Mechanic lets you convert non-shape table fonts from disks like Apple's *DOS Tool Kit™*, *Higher Text™*, *Higher Fonts™*, the Penguin disks, *Beagle Graphics™*, and so on.

All fonts are compatible with programs on Shape Mechanic and Apple Mechanic.

## FONT SCALER

This program lets you change the horizontal and/or vertical dimensions of a font for special emphasis or special effects.

<b>NORMAL</b>	NORMAL
<b>SKINNY</b>	WIDE
<b>SHORT</b>	TALL

## CAT MENU TOO

Here is a fast machine language disk menu program that lets you select ProDOS or DOS 3.3 files with one keystroke. Features include fast on-screen file sorting and a handy on-screen Help page, in case you left your instructions at home.



FONT MECHANIC Type Sampler (30+ fonts total on the disk)

AMERICAN: AB  
 ZEBRA: abcdef  
 GOTHIC: abcd  
 Caesar: abcd  
 BELLS: ABCDE  
 U.S. OPEN: A  
 ROOSEVELT: ab  
 SUNSET: ▲▲  
 CASXY ♣♥♦  
 SPACE  
 SCORP  
 UNCLE  
 50 FINE  
 BRANDING TR

COUNTDOWN: ab  
 Old English: a  
 GRADE SCHOOL  
 Invitation: abcdefghijkl  
 CRATE: ABCDE  
 EDISON: abcde  
 SANDWICH: ABC  
 MONGOLIAN: a  
 HOT: a  
 de:  
 EDEF  
 INDIC WINDIDID:  
 HOT SAUCE: abc  
 TIMES ROMAN:

**30 All-New Fonts  
for Shape Mechanic  
and Apple Mechanic**

Sorry, these fonts aren't compatible with word processors. We're working on it though—check our current ads.

# Alpha Plot

STANDARD HI-RES GRAPHICS PROGRAM by Bert Kersey and Jack Cassidy  
\$39.50, Compatible with any Apple II and DOS 3.3—Includes Apple Tip Book #4



## TYPE A PICTURE

Alpha Plot is a program that lets you draw and label an endless variety of hi-res pictures, charts and graphic displays. It also lets you manipulate, copy, compare and even combine pictures. All hi-res images may be saved to disk, to be retrieved by your Applesoft programs (no royalty fee required if you sell your programs).

With Alpha Plot's easy-to-use keyboard plotting system (paddles/joystick optional, not required), you can quickly create images on the screen, plotting in any hi-res color or reverse (the background opposite at any point).

Color Mixes too. Lines, circles, ellipses and boxes (outlined or filled with color) may be plotted with one or two keystrokes.

## HI-RES TEXT

Alpha Plot lets you type upper and lower case directly onto the hi-res screen in four sizes, from normal to giant (4-times normal size). No extra hardware is required. No Htab or Vtab restrictions either. Type all kinds of color titles and labels *anywhere on the screen*, even SIDEWAYS if you want—an effective feature for graphs.

## TRACEABLE, ERASABLE LINES

Alpha Plot's optional "Rubber-Band" Cursor projects a line between two points so you can make visual adjustments before you draw. "Reverse" lines may also be drawn and then, if you want, be completely erased without disturbing background details.

## TWO PAGES, TWO DRAWINGS

Alpha Plot lets you work on and compare two hi-res drawings at once. The two hi-res pages can be instantly switched, putting Page One's image onto Page Two and vice versa.



Alpha Plot self-portraits dumped to dot-matrix printer using Triple-Dump (page 8).

## IMAGE MANIPULATORS

Two drawings may be superimposed in four different ways (opaque, transparent, etc.). Any rectangular segment of a hi-res drawing can be *moved* to any location on either hi-res screen. You can, for example, center finished images on the screen, or imprint your trade mark or name on all of your hi-res pictures.

An instant Negative of any section of the screen is a useful feature. Hi-res images can even be converted to Lo-Res and back!

## MORE PICTURES PER DISK

With Alpha Plot's *Scrunch* routine, you can store hi-res images in as little as one-third normal disk space (11 sectors, for example, instead of the normal 34), depending on the complexity of each image.

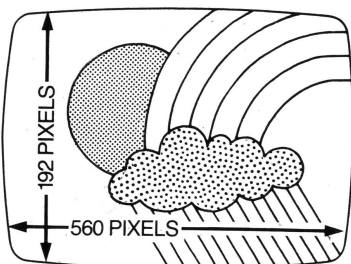
## HI-RES TIPS

With Alpha Plot, you get a 40-page documentation book, which includes a nice collection of Apple Tips—shape table and animation tricks, a collision graphics demo, and hi-res program listings, all designed to help you make the most of your Apple's amazing graphics capabilities.

# Beagle Graphics

**16-COLOR DOUBLE HI-RES GRAPHICS by Mark Simonsen**

*\$59.95, Compatible with Apple IIc or 128K Apple IIe, DOS 3.3 and ProDOS*



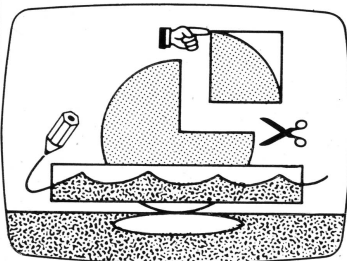
*Twice the resolution of normal Apple graphics.*

## DOUBLE HI-RES FOR THE ARTIST

Beagle Graphics makes the most of the best features of your Apple IIc or 128K Apple IIe. Select from **16 HI-RES COLORS** or a 560x192-pixel screen—*twice the resolution* of normal hi-res. All standard hi-res functions, including shape tables, are supported and enhanced.

## MANY WAYS TO DRAW

Beagle Graphics lets you draw or “paint” directly on the double hi-res screen using 16 different paintbrushes. Hi-res **ICONS** (pencil, scissors, etc.) make drawing and editing pictures a snap.



**FAST ICON-ASSISTED DRAWING WITH “CUT & PASTE” FEATURES**  
*Move or duplicate any image section.*

## CUT & PASTE

Beagle Graphics’ “Cut and Paste” feature speeds up screen layouts by letting you move or duplicate any section of an image anywhere on any picture. Plus, any portion of a picture may be inverted or flipped in any direction.

## MOUSE-CONTROL OR...

Beagle Graphics’ “Double Plot” drawing program supports keyboard control (no extra hardware required), or the **AppleMouse II™**, Joystick, KoalaPad™ or Apple Graphics Tablet.

## DOUBLE HI-RES FOR THE PROGRAMMER

Beagle Graphics lets you enhance your Apple-soft programs with new commands that draw fast circles, lines and shapes.

33 new commands are included to give you and your 128K Apple incredible double-resolution graphics power!

## SCRUNCH AND SAVE

Double hi-res picture data may be “compressed” to save disk space. (Most pictures end up taking less than 50% of their original space on the disk.) Plus, any rectangular part of an image may be **SAVED** and **LOADED**.

## CONVERT PICTURES & PROGRAMS

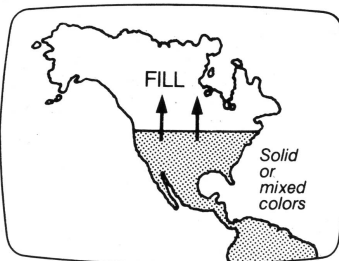
Beagle Graphics lets you convert your existing hi-res programs (including *Apple Mechanic*) so they work in double hi-res. Convert normal hi-res pictures to double hi-res too (half- or full-screen width).

## DOUBLE LO-RES TOO

Beagle Graphics supports double lo-res graphics too, with its 80 x 48-pixel screen.

## CHANGEABLE TYPE STYLES

Add normal or wide type to your double hi-res images in various typestyles, including those from the **DOS Toolkit™** disk (included on the Beagle Graphics disk). Redefine any character with Beagle Graphics’ character editor, so that any character may be any symbol you like.



**DRAW AND FILL SHAPES FAST!**  
*All draw and fill routines are usable in your Applesoft programs.*

## FILL SHAPES FAST

Beagle Graphics lets you “fill” double hi-res shapes in 16 solid colors. Or choose from over 200 color mixes for a wide range of effects.

# Triple-Dump

PRINT-ANYTHING UTILITY by Mark Simonsen and Rob Renstrom

\$39.95, Compatible with any Apple II, DOS 3.3 and ProDOS

## PRINT ANYTHING ON YOUR PRINTER

Hard copy made easy— Triple-Dump lets you transfer anything from the Apple's screen to any dot-matrix ("graphics-capable") printer. To do it, simply run the programs on the Triple-Dump disk, OR add Triple-Dump's print routines to any Applesoft program. A simple "Call" command will then transfer the image from the screen to the printer.



"SOPHIE" digitized to picture

### 1: HI-RES & DOUBLE HI-RES

Dot-for-dot reproductions of hi-res pictures may be printed "as is" or enhanced with special effects. Print new 560-pixel DOUBLE HI-RES pictures on paper too.

### 2: LO-RES & DOUBLE LO-RES

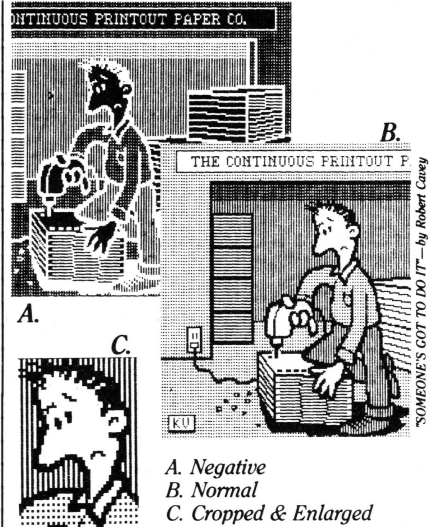
Triple-Dump converts lo-res colors into shades of grey, making those previously "unprintable" pictures printable.

### 3: 40 & 80-COLUMN TEXT

Both 40- and 80-column screen dumps are easy with Triple-Dump—and fast!



"CAT ON A HOT RGB" by Robert Casey



A.

C.

B.

A. Negative

B. Normal

C. Cropped & Enlarged

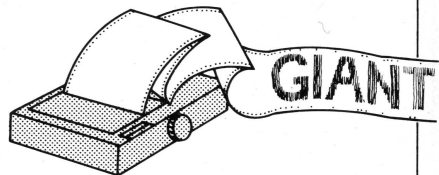
"SOMEONE'S GOT TO DO IT"—by Robert Casey

## SPECIAL EFFECTS

Pictures may be cropped, rotated, reversed (negative), magnified and printed in a variety of densities (depends on your printer). All Triple-Dump options appear on the screen in menu format for easy selection and adjustment.

## WHICH PRINTERS?

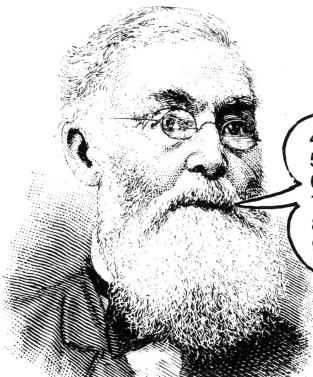
If you are using a DOT-MATRIX, GRAPHICS-CAPABLE printer, Triple-Dump will undoubtedly work with it. If it won't, we'll either make it work or refund your money.



## BONUS BANNER MAKER

Triple-Dump's Banner Printer lets you put any printer to work making GIANT SIGNS (8"-high characters) for the home or office. Just type the words you want (no length limit) and let your printer go to work printing your signs!





4 A=55555-1907  
 5 ? CHR\$(PEEK(A));  
 6 READ L: A=A+L  
 7 IF L GOTO 5  
 8 RUN  
 9 DATA 4,4,2,3,99, , ,

## ASK UNCLE LOUIE ©<sup>TM</sup> 1987

**Q.** Dear Uncle Louie— When will Apple come out with its RGB LCD CRT?

**A.** ASAP.

**Q.** Dear Uncle Louie— I am confused. How can the new 3½" disk for the Apple II hold *six times* the data of a 5¼" floppy?

**A.** It has a smaller diameter.

**Q.** Dear Uncle Louie— What peripherals do you normally keep in Slot 7 of your IIe?

**A.** Let's see—right now I've got two write-protect tabs, some disk labels, a note from Woz, a few paper clips and a gum wrapper.

**Q.** Dear Uncle Louie— Why does ProDOS always make that little "Bzzt" noise when you boot up?

**A.** I was walking through the forest once, and this giant tree fell right in front of me and didn't make a sound... Wait a minute—What little "Bzzt" noise?

**Q.** Dear Uncle Louie— What's the hidden message on the cover of my Vol. 0, No. 8 Beagle Bros catalog?

**A.** It's Hex to me.

**Q.** Dear Uncle Louie— When I bought my Apple last summer, I typed in that little "10 GOTO 10" program from your column. I typed "RUN" like you said, but nothing has happened so far. Please explain this to me—I would like to use my Apple for other things. Oh, when you answer, please omit all "computer-ese", as I am a TOTAL beginner.

**A.**

## GREATER-THAN=MINUS?

The type font that you're reading has no "greater-than" sign. So whenever we want to typeset a ">", we have to cut-and-paste it in. One day, one of our programmers, who shall remain nameless (his mother never named him), claimed that as long as you are dealing with positive numbers, you can substitute a *minus sign* for a *greater-than* sign, and your Applesoft program will still work! Our font does have a "-", but is he right?

## BRUN A PICTURE?

Beginners will often see a hi-res picture in a disk directory and try to *Brun* it instead of *Bload* it. The picture *Bloads* alright, but crashes you into the monitor. To remedy this, Bsave a 96 (\$60) onto the beginning of a picture. So instead of a normal Bsave:

BSAVE PIC, A\$2000, L\$2000

do a Poke and *then* Bsave:

POKE 8191, 96

BSAVE PIC, A\$1FFF, L\$2000

Now if you *BRUN PIC*, PIC simply *Bloads*!



## CALL 1

This tip doesn't always work and it could be dangerous, so open those drive doors and give it a try. Instead of typing "CALL-151" to enter the monitor, type "CALL1" instead. If it works, you crash into the monitor (that's where you wanted to be, right?). And just think, you've eliminated *three keystrokes*, a whopping 37½% savings. Think of the spare time you'll have!

# Flex Type

VARIABLE HI-RES TEXT UTILITY by Mark Simonsen

\$29.50, Compatible with any Apple II and DOS 3.3

## COMBINE HI-RES AND TEXT WITHOUT SPECIAL COMMANDS

Our favorite Flex Type feature is that you can H PLOT and PRINT on the *same screen* with no unusual commands. It's as simple as...

```
10 VTAB 1: HTAB 20: PRINT "DOGFOOD"  
20 H PLOT 0, 10 TO 279, 10
```

Here, Line 10 prints "DOGFOOD" on the hi-res screen (looking identical to the text screen). Line 20 draws a hi-res line under the word; a few more commands could draw a box around the word, or a graph.

Type directly on *any* hi-res picture, with normal Applesoft PRINT statements.

## CHARACTER WIDTH CONTROL

Just as your dot-matrix printer produces compressed and expanded type, Flex Type creates the same effect on the screen—Display text in normal 40 columns, 20-column Expanded or 56-and 70-column Condensed characters.

Type sizes may be mixed on the same screen (or even on the same line) for copyfitting or emphasis. Simple control-character commands trigger the different character widths.

You can even run your existing Applesoft programs with Flex Type features. (Some larger programs may overwrite hi-res. Instructions are included for dealing with this.)

## AN ENDLESS CAST OF CHARACTERS

Every keyboard character may be redefined as any symbol you like.

Apple's DOS TOOL KIT® fonts are supported too, letting you switch between up to NINE FONTS in memory at once with simple control-character commands.

## GP/LE/D-TAKE COMPATIBLE

Flex Type is compatible with most features of most Beagle utilities, including GP/LE's editing and Double-Take's 2-way scroll.

# Frame-Up

APPLE PRESENTATION PROGRAM by Tom Weishaar

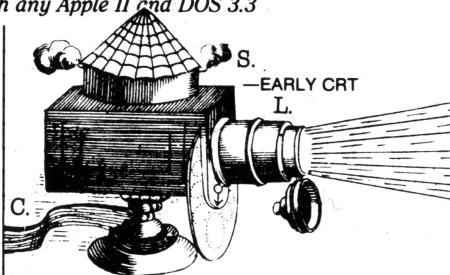
\$29.50, Compatible with any Apple II and DOS 3.3

## APPLE "SLIDE PROJECTOR"

Frame-Up is our DOS 3.3 "slide projector" utility that lets you create professional displays of intermixed hi-res, lo-res and text-screen frames on any Apple. Frame-Up is easy-to-use and *fast*, allowing you to load hi-res pictures from disk to the screen in just 2½ seconds! Text and lo-res frames load even faster, providing you with many interesting animation possibilities.

## NEXT "SLIDE" PLEASE...

You may use the Apple keyboard (or paddles or joystick) to change frames in forward or reverse order, skipping images if you want. Or presentations may be left *unattended*, with each frame individually timed to appear and remain on the screen from 1 to 99 seconds. The order and timing of your graphics and text images may be easily (and instantly) arranged and rearranged.



## MORE PIX PER DISK

Up to 17 hi-res or 136 lo-res/text pages may be stored per disk. With two drives, you can double these figures without touching a disk.

## MAILABLE PRESENTATIONS

Frame-Up includes a "Display Module" which may be copied and distributed to your associates (or mailed home to Mom), so they can run your display, as you designed it, on their Apple or *any* Apple!

## APPLEWORKS FLIPDISK

We copied our AppleWorks "Startup" disk onto the back of our AppleWorks "Program" disk. That way we don't have to search for two disks—only one.

## ZAP-A-MESSAGE

You can use Pro-Byter's *Bytezap-Pro* program to alter messages in machine language programs like AppleWorks (it's easy; the doc tells you how—and you don't need to know beans about machine language).

Our inventory lady, Elsie Dee, uses the "Flipdisk" tip above, and changed the message, "Place the AppleWorks Program disk in Drive 1...", to "Turn the disk over, Elsie."

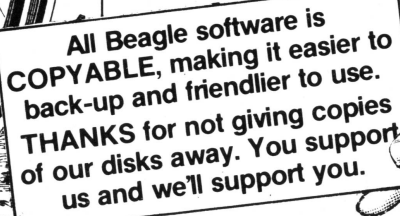


## RUNNING MAN SPLITS

Because Beagle Bros is a "Certified Developer", Apple Inc. lets us in on the latest hardware info. The most recent news is that they have kicked the "Running Man" character(s) out of the MouseText character set, and he won't be included in future machines. Well if you ask us (and no one did), our Apples won't be the same without this spirited character. Wonder if he's starting his own company...

For one last look at old R. M., run this program (IIC or enhanced IIE required):

```
30 PRINT CHR$(21):TEXT:HOME
:FLASH:POKE 49167,0
40 DIM M(24):MAX = 1
50 R = INT (RND (1) * 20) + 1:M
(R) = M(R) + 1
60 VTAB R:HTAB M(R):FLASH:PRINT
"IFG";
65 IF M(R) >= MAX THEN MAX = M
(R):NORMAL:FOR V = 1 TO 2
0:VTAB V:HTAB 39:PRINT V;
:NEXT:INVERSE:VTAB R:HTAB
39:PRINT R
80 ON M(R) < 36 GOTO 50:NORMAL
:VTAB 22:PRINT CHR$(7);"
#";R;" WINS!":END
```



All Beagle software is  
**COPYABLE**, making it easier to  
back-up and friendlier to use.  
**THANKS** for not giving copies  
of our disks away. You support  
us and we'll support you.

## SET TYPE WITH YOUR APPLE?

Well, not quite, but here's the next best thing! This paragraph, including the headline above, was typed on a plain Apple IIe (using AppleWorks) and printed on our new Hewlett-Packard *LaserJet* printer. Any Apple/software combo would also work.

One of the nicest things is that this printer is almost *silent*, making less noise than an office copy machine. And it's **FAST** too, printing a full page about every 8 seconds, on plain paper! And you can **change type styles**,\* and there are no ribbons to mess with, and you can print sideways, and on envelopes, and...

The price of the LaserJet is well under \$3,000; not bad if you've priced typesetting equipment lately.

\*Print small type like this, too. Notice the program listings on page 28.

# DiskQuik

**DISK DRIVE EMULATOR by Harry Bruce and Gene Hite**

*\$29.50, Compatible with Apple IIc or 128K IIe—DOS 3.3*

Note: DiskQuik cannot be used with copy protected software that requires booting.

## AN IN-MEMORY "DISK DRIVE"

DiskQuik is easy to describe— It makes your Apple IIc or 128K Apple IIe think a disk drive is connected to Slot 3. But DiskQuik is much faster, quieter and more reliable. Enjoy many of the benefits of a second (or 3rd or 4th...) disk drive at less than 1/10 the price.

DiskQuik uses your Apple's extended memory, which holds *about half* as much data as a 5¼" floppy disk.

## NORMAL COMMANDS AND PROCEDURES

All normal Applesoft and DOS commands, except INIT\*, are in effect once DiskQuik is loaded. For example, "CATALOG, S3" catalogs files in RAM (Slot 3). "CATALOG, S6" displays your normal disk catalog. Files may be transferred between RAM and normal Apple floppy disks with FID or normal DOS 3.3 commands.

\*INIT is temporarily replaced by a DiskQuik "WIPE" command which, in effect, clears Slot 3's memory. INIT may be re-instated at any time.

## SILENT AND FAST

Since no moving parts are involved, DiskQuik operates silently and at super-high speeds. For example, **Brunning FID** takes 2 seconds instead of the normal 6. A catalog will fill the screen in under a second. See it to believe it.

## READY WHEN YOU ARE

DiskQuik has many uses. For example, load often-used files like FID into memory when you boot, so they are always available when you need them. Access these files just as you



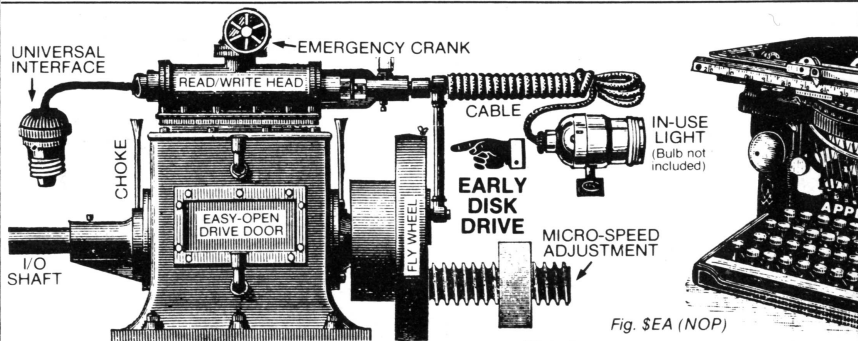
would from disk ("BRUN FID, S3" for example). Swap files from RAM onto disk and vice versa, just as if a disk drive were connected to your Apple's Slot #3.

## FRIENDLY AND COMPATIBLE

DiskQuik is compatible with Apple 80-column display, ProntoDOS, GPLE, Double-Take, and all normal Applesoft and DOS 3.3 commands and procedures. DiskQuik will not interfere with Double Hi-Res graphics.

## BONUS UTILITIES

DiskQuik comes fully equipped with a set of menu-selectable utilities for mass transfer of files between RAM and floppy disk, "write-protecting" RAM, toggling DiskQuik's sound effects (an optional click that acts as an "In Use" signal), and more.



# Fatcat

DISK LIBRARY DISK by Alan Bird

\$34.95, Compatible with any Apple II and DOS 3.3 (Reads both DOS 3.3 and ProDOS disks)

## ORGANIZE YOUR DISK LIBRARY

Fatcat will read all of your DOS 3.3 and ProDOS™ file names into one or more "Master Catalog" files, for sorting, searching and printing. A Master Catalog may be updated at any time by simply reading in new or altered disks.

## FIND FILES FAST

For example, find and print out all file names containing the letters "APPLE", or find and list all of the *Text* files or *Applesoft* files in your entire library. Search by file description or disk title too. For example, have Fatcat print an alphabetized list of all your "Game" disks or all of your "Financial" files.

## ALPHABETIZE FILE NAMES

Fatcat's "Sortcat" program alphabetizes DOS 3.3 and ProDOS catalogs, and moves any file name to *any position* in that catalog. Files of all types become much easier to find.

## FILE COMPARER

Quickly compare any two Applesoft files in your library. Non-matching program lines are called out, so you will know which of your programs is the latest version. Compare Text, Binary and ProDOS files too.

**FATCAT reads all of your DOS 3.3 & ProDOS file names into one or more "Master Catalogs" so you can sort and search by file name or file type.**

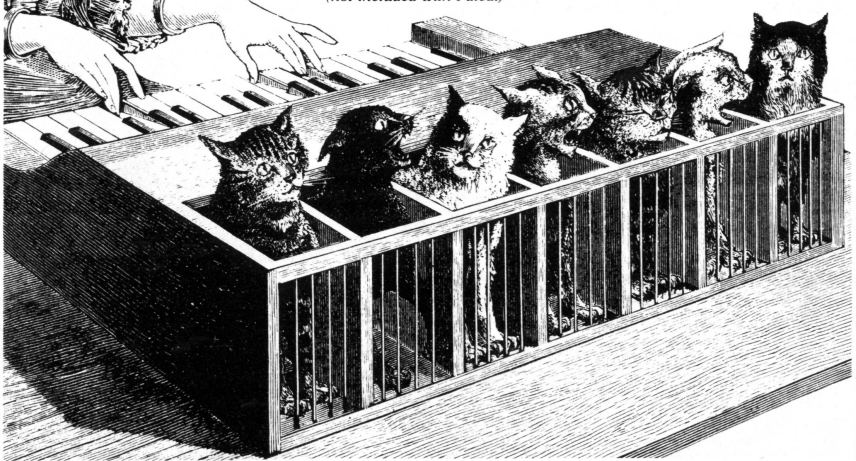
## DISK VOLUME NUMBERER

Fatcat lets you change the (almost) useless "Disk Volume" number that appears at the top of your DOS 3.3 catalogs. Now each of your disks will have a unique (0-255) number when it is cataloged.

## MULTI-COLUMN CATALOGS

Fatcat's "Verti-Cat" program will print DOS 3.3 catalogs on your printer in multiple *vertical* columns, so that file names read in order, from top to bottom, in as many columns as you like.

EARLY MUSIC SYNTHESIZER  
(not included with Fatcat)



# ProntoDOS

HIGH-SPEED DOS 3.3 UTILITY by Tom Weishaar

\$29.50, Compatible with any Apple II and DOS 3.3

## TRIPLE SPEED!

ProntoDOS triples the speed of Apple's DOS 3.3 Disk Operating System, adds many optional DOS features, and lets you load high-speed DOS into the Language Card for 10 Extra K of valuable memory space.

Here are sample ProntoDOS timings compared with normal Apple DOS 3.3:

Function	Normal	Pronto
Load a Hi-Res image . . . . .	10 sec.	3 sec.
Bsave a Hi-Res image . . . . .	12 sec.	6 sec.
Load 60 Sectors . . . . .	16 sec.	4 sec.
Save 60 Sectors . . . . .	24 sec.	9 sec.
Load Language Card . . . . .	13 sec.	4 sec.

(Text Files: no change)

## INIT NEW DISKS OR UPDATE OLD ONES

New, unprotected, high-speed disks (as many as you want), are created with the normal INIT command. Or your existing disks may be updated, with all data remaining intact. Booting ProntoDOS or any of your updated disks will automatically install high-speed DOS in your Apple.

## PRONTO DOS-MOVER

ProntoDOS's "DOS-Up" program moves DOS to your Apple II or II+'s Language Card (RAM Card) or your Apple IIc or IIe's standard high-memory, freeing up a whopping 10,000 extra bytes (that's 10K) of usable memory space.



## TYPE YOUR TEXT FILES

Want to know what's in all of those sequential text (T) files on your disks? ProntoDOS offers a handy new TYPE command that instantly prints text files on your screen or printer. For example, the command "TYPE INFO" will print all text (to screen or printer) stored in the Sequential Text file named "INFO".

## MORE DATA PER DISK

ProntoDOS gives you 15 extra sectors of disk storage space—almost one full track of data! This is space normally wasted by DOS 3.3.

## NEW DOS FEATURES

With ProntoDOS in memory, all disk catalogs will optionally feature a Free-Space-On-Disk display, every time you Catalog—a great benefit. ESC can be designated to escape from a file being Read or Exec'd. Control-C will cleanly exit from the middle of a long catalog...

ProntoDOS is compatible with all DOS Commands, GPLE and most of your (and our) unprotected programs.



*ProntoDOS lets you  
Load hi-res images  
from disk to screen  
in under 3 seconds!*

Shown here:  
"USER-FRIENDLY?" by Robert Cavey  
Sample hi-res picture from the ProntoDOS disk

# Extra K

EXTENDED MEMORY UTILITY by Mark Simonsen and Alan Bird

\$39.95, Compatible with Apple IIc or 128K IIe—DOS 3.3 and ProDOS

## PUT YOUR 128K TO WORK!

Even with 128K of memory, your Applesoft programs, pictures and variables can only occupy and access 48K or 64K of memory—and much of that is eaten up by DOS 3.3 or ProDOS. All of that auxiliary memory you paid for simply goes to waste.

The Extra K disk contains several programs that let you utilize *all* of your 128K Apple's speed, capacity and muscle.

## EXTRA VARIABLES

Your Applesoft programs can now function undisturbed in main memory while all variables, strings, arrays and other data reside in your Apple's massive extra 64K of auxiliary memory. Everything functions normally—no special commands or procedures are required.

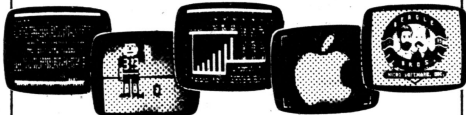
A side benefit of this feature is that your variables will remain undisturbed when you make changes to the program in memory. You can even make one program "chain" to another program (from DOS 3.3 or ProDOS) without losing valuable data.

## EXTRA-FAST COPIES

Make disk copies fast and "on-the-spot" without rebooting some special disk. Extra K's "nibble copier" duplicates AND VERIFIES unprotected disks in 35 SECONDS instead of the usual 1½ minutes. (If you only have one drive, copies will take you about a minute.) Thanks to your Apple's 128K, only 3-4 passes per disk are necessary.

## EXTRA FEATURES

Compare any two DOS 3.3 or ProDOS disks, byte-for-byte. Create "dual personality" disks that will boot-up in either ProDOS or DOS 3.3. Peek and poke auxiliary memory. Format ProDOS disks without using Apple's programs. Use your IIc while your printer is printing...



## EXTRA SCREENS

Now you can create impressive high-speed animation and window effects—all from Applesoft! Extra K lets you load graphics and text to the screen at the rate of several images per second. Hi-res images, cropped or uncropped, load to the screen so fast that you'll need to install a for-next loop to slow things down!

Any type of image (40 & 80-column text, Lo- & Hi-res graphics, Double Lo- & Double Hi-res graphics) may be cropped and stored in your Apple's high-capacity auxiliary memory, under program control or direct commands).

## APPLE LOGBOOK

Use your IIc or 128K IIe as an electronic notepad. Enter notes in Extra K's auxiliary memory logbook whenever you want. When you are finished, go back to whatever you were doing in main memory.

Everything that appears on your text screen (Applesoft listings, text files, keyboard commands, machine code, etc.) can simultaneously be stored in auxiliary memory so that, any time you choose, you can search through this "diary" to see what's been going on. A fast-find feature lets you search for any word or phrase.



## EXTRA APPLE

Extra K lets you have two 64K Apples and sets of programs in memory at once and switch between them at will. You can even have a ProDOS™ Apple and a DOS 3.3 Apple in memory simultaneously. You can swap files and programs back and forth between Apples (and from DOS to DOS) without subjecting yourself to Apple's infamous *Convert* program.

# Beagle Basic

APPLESOFT®ENHANCER by Mark Simonsen

\$34.95, Compatible with any Apple II and DOS 3.3—Includes Apple Tip Book #6

## RAM APPLESOFT IS BETTER APPLESOFT!

Normally, Apple's Applesoft language is unchangeable—what they give you is what you get. But Beagle Basic puts Applesoft into RAM (*changeable* memory), letting you customize and enhance it. Beagle Basic's commands and functions may be added to your Apple at **Zero Memory Cost**, because they replace only obsolete cassette commands (Shload, Recall, etc.).

## RE-WORD BASIC TO SUIT YOUR STYLE

Beagle Basic lets you rename Applesoft commands and Error Messages (see *DOS Boss* for making *DOS* changes). For program protection, encryption, or even foreign language translation...

```
10 POUR X=10 A 20
20 ECRIVEZ X; " BONJOUR"
30 ENSUITE: FIN
```

(Even the new Applesoft commands described below are renameable.)

## ALL-NEW BASIC FUNCTIONS

**ELSE:** Common in many programming languages, but missing from Applesoft until now; ELSE follows If-Then statements, like this—

```
IF X=1 THEN PRINT "YES":
ELSE PRINT "NO"
```

**TONE:** Beagle Basic's TONE P, L command plays a note of Pitch P, Length L. No messy Pokes or Calls are ever necessary.

**HSCRN:** Used to find the off or on status of any hi-res dot on the screen. Useful in hi-res animation "collision testing". HSCRN works a lot like Lo-Res's SCRN command.

**TXT2:** This new command allows Text Page 2 to act exactly like normal Page 1, for printing, listing, and so on. Animate between pages; store menus, catalogs, etc., on one page while you view another.

### MIX, PAGE, RESL and MODE:

Real time-savers! For example, type "PAGE1" or "PAGE2" to switch pages, instead of "POKE -16300,0" or "POKE -16299,0" (*never* look-up those darn Pokes again!).

RAM APPLESOFT IS BETTER APPLESOFT!



## MORE PROGRAMMING ENHANCEMENTS

In addition to the new commands above, any or all of the following "patches" may be instantly added at **ZERO COST IN MEMORY**.

### BETTER GOTO/GOSUB

GOTO and GOSUB may now be followed by variables and mathematical expressions. Use English-like commands:

```
GOSUB COUNTER
GOTO SONG
```

In the two examples above, "COUNTER" and "SONG" have been assigned line-number values. Mathematical expressions are o.k. too:

```
GOTO X+10
GOSUB X*100
```

### ESCAPE CURSOR

With normal Applesoft, you aren't able to tell when you are in Escape Mode (moving the cursor). With Beagle Basic, pressing the ESC key temporarily changes the normal cursor to a flashing "+". Hitting a non-cursor-move key retrieves the normal Applesoft cursor.

### A BETTER BEEP

Select a custom tone for your Apple's control-G bell. Beagle Basic lets you customize your Apple, from the Monitor up!

### BONUS UTILITIES

A Text-Screen Formatter and Editor, new one-word Basic commands to replace Apple's awkward text Calls, new commands to scroll text up and down... Not to mention...

### INVERSE REM STATEMENTS!

They said it couldn't be done. This option makes program REMarks appear as bold stand-out headlines in your Applesoft listings.

## PLUS APPLE TIP BOOK #6

More tips, tricks and valuable programming goodies, all included as part of the Beagle Basic documentation book.



# D Code

APPLESOFT®PROGRAM COMPACTOR & DE-BUGGER by Alan Bird  
\$39.95, Compatible with any Apple II—DOS 3.3 and ProDOS

## FAST APPLESOFT PROGRAM COMPACTOR

D Code squeezes every wasted and unused byte out of your Applesoft programs, to save valuable memory space and increase program speed and efficiency.

### COMBINE PROGRAM LINES:

D Code will reduce an Applesoft program to the smallest number of program lines possible. (Each pair of lines combined saves four bytes.) D Code operates automatically—all Goto's, Gosub's and If-Then's are taken into account. The total number of bytes saved is reported on the screen.

### SHORTEN VARIABLE NAMES:

D Code lets you optionally shorten your variable names to one or two characters. Each character saved is a byte earned.

### REMOVE REMARKS:

REM statements are big memory eaters. D Code will remove them for you to potentially save tons of memory space. You can save your remarked version as a separate file for reference.

### UNUSED-LINE FINDER

If your program contains a line or statement that can't possibly be executed, D Code will find it and let you delete it to save wasted space. Check some of your (or our) programs; you may be surprised!

## D CODE PROGRAM COMPARER

Quickly compare any two files, DOS 3.3 or ProDOS, and find out if they are the same.

## PROGRAM PROOFREADER

Word processors have their spelling checkers, why shouldn't Applesoft? D Code will uncover program errors before they happen!

## NEW WHILE-YOU-TYPE SYNTAX CHECKER

If you commit a typo or enter an undefined statement number while typing a program line, the error is *reported on the spot* so you can immediately make a repair—*before* running your program. This was one of the good features of Apple's old Integer Basic. We've improved on it by letting you enter anything you want. If it's not legal Applesoft, D Code simply reminds you.

## PROGRAM SCANNER

D Code will let you quickly scan an entire program for correct syntax and other potential errors that might unexpectedly cause a crash.

## NEW PROGRAM TRACERS

D Code features a TRACE command that works the way it should! Run your program the way you always do. When it bombs (or when you stop it), you can ask to see the most recent program line numbers and statements (1 to 10,000 of them) that have been executed. A great feature for finding out what makes programs tick (or *crash!*).

## WINDOW TRACING TOO

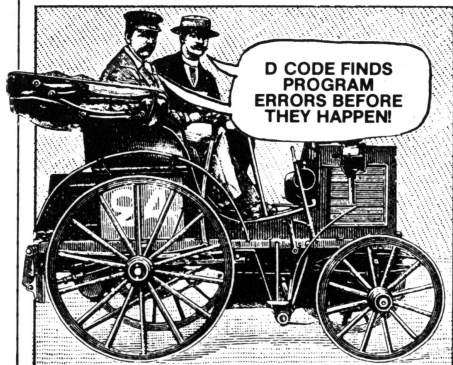
D Code also features a "live" TRACE feature that neatly prints program statements and variable & string values in a window *at the bottom of the screen*. No more screen layouts messed up by line numbers all over the place. And you can watch your variable values change as your program executes!

## BREAK POINT CONTROL

D Code lets you set up de-bugging "break points" before you Run a program, so a program stops only if a certain condition is true, or if a certain statement is executed a specified number of times.

## LIGHTNING-FAST FIND

D Code will let you find occurrences of any variable or string in your programs—*so fast* you won't believe it!



# DOS Boss

DOS 3.3 ENHANCER by Bert Kersey and Jack Cassidy

\$24.00, Compatible with any Apple II and DOS 3.3—Includes Apple Tip Book #2

## A BEAGLE BROS CLASSIC

DOS Boss is a classic utility disk that you will use and enjoy. Applers around the world are using DOS Boss to learn about their Apple, customize their systems and truly personalize their personal computers.

## RENAME DOS COMMANDS

For example, change "Catalog" to "Menu" or even "M" to save keystrokes. Or change "Save" to "Keep", or "Load" to "Ribbit", to protect your programs. Use your imagination—only you will know your commands.

To make a change, simply Run DOS Boss, select the command you want changed (say "Catalog"), then enter your new command word (say "Cat"), and that's it! Other DOS changes are made with equal ease—

## CREATIVE ERROR MESSAGES

DOS's "Syntax Error" can be renamed "Cannot Compute" or "Try Again!"; or "Disk Full" can be ("Burp!"); or just about anything you want.

## SAVE-PROTECT PROGRAMS

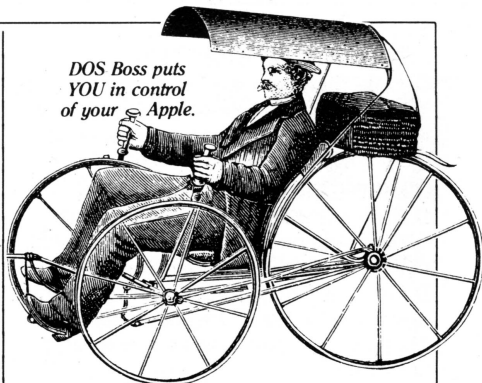
By manipulating DOS, you can make any unauthorized attempt to save one of your programs halt and produce a *Not Copyable* (beep!) message. Easy-to-follow instructions, a strong DOS Boss feature, are included for this and other "snoop-prevention" techniques.

*DOS Boss's change features may be appended to any or all of your DOS 3.3 programs, so that anyone using your disks (booted or not) on any Apple will be formatting DOS the way you designed it.*

## ONE-KEY PROGRAM SELECTION

DOS Boss's *Key-Cat* simplifies Apple program selection. A single letter will appear next to each file name in your catalog. Pressing the corresponding key will Run, Brun or Exec the chosen program for you automatically. Key-Cat operates with any length catalog and reports Space-On-Disk at the touch of a key.

DOS Boss puts YOU in control of your Apple.



## CUSTOMIZED CATALOGS

Why not replace Apple's unnecessary DISK VOLUME heading with your own disk number, title or name? You can with DOS Boss! Include or omit the volume number, as you choose.

Convert catalogs to 2 or 4 columns so that all of your file names appear on the screen at once. Omit or alter sector numbers and language codes too.



## PLUS APPLE TIP BOOK #2

Beagle Bros is big on documentation. With DOS Boss you receive DOS Boss instructions, clearly-written from a beginner's viewpoint, plus easy-to-understand discussions of how and why each DOS Boss feature works. Suggestions for creatively using each feature are included as well.

**PLUS:** Valuable information on using both sides of your disks, maintaining your drives, sorting words, poking around in DOS, storing disks, 3.3 vs. 3.2...

# Double-Take

**TWO-WAY SCROLL/MULTIPLE UTILITY** by Mark Simonsen

\$34.95, Compatible with any Apple II, DOS 3.3 and ProDOS—Includes Tips & Tricks Chart #1

## TWO-WAY SCROLLING— IT'S ABOUT TIME!

Why his listings and catalogs would only scroll UP off the screen was a mystery to Mark Simonsen. So he did something about it—

Now you can list your programs (all or part) with the added ability to *change List-direction* by pressing the Apple arrow keys. Your Apple's monitor becomes a "Search Window" that's moved UP and DOWN through a listing.

## 2-WAY CATALOGS TOO

Long Catalogs feature 2-Way Scroll, speeding up file-name location and program access. Two keystrokes will catalog the disk (no need to type "Catalog"). Control the Catalog scroll direction, up or down, with the Arrow keys. Control-C produces a clean exit.

2-WAY VIDEO SCROLLING

```
5      TEXT      ← (Notice how each
      : HOME     ← statement appears
      : COL = 10  ← on a new line.)
40     A$ = A$ + X$
      : IF LEN (A$) < COL THEN 20
900    FOR LTR = COL TO 1
      : X$ = MID$ (A$,LTR,1)
      : IF X$ < > CHR$(32) THEN 1
1000   HTAB 1 + LTR - 1
```

## IMPROVED LIST-FORMAT

With Double-Take in memory, each Applesoft program statement is listed on a new line\* for easy tracing of program flow, and *fast* debugging; errors are much easier to find in this new format. Commands are properly spaced (one space between words, not two) and much easier to read and follow.

\*Optional. Similar to Utility City's XLISTER (page 23), BUT operates in both directions at Machine-Language speed. For-Next Loops & If-Then's aren't called out, as in XLISTER.

High-speed Improved-Format *Printer Listings* are easy too, in any column width.

## 2-WAY MONITOR LISTINGS

Apple monitor listings feature fast 2-way scroll too. Normal disassemblies AND informative Hex Dumps can be scanned in *both directions*, letting you "cruise" through memory until you find what you're looking for.

## BONUS UTILITIES

You will benefit from Double-Take's many features every time you turn on your Apple. All features are fully compatible with your Applesoft and machine-language programs, including GPLE and ProntoDOS.

## CROSS REFERENCE

Double-Take lets you print an alphabetical display of all the variables and strings in an Applesoft program. You also get the program line on which each variable and string occurs:

```
A$: 100 200 250 300 1001
X:   10 20 3000 3010 3020
Y:   50 3000 4000 5200 5601
```

## VARIABLE DISPLAY

After a program is Run, you can tell Double-Take to display all variables and strings, *in the order executed*, with each one's current value:

```
A$ = "NOW IS THE TIME"
X   = 255
Y   = 3.14159
```

## BETTER APPEND & RENUMBER

Double-Take's Append routine lets you *merge* program lines *anywhere* into other programs (not just at the end).

Double-Take's Apple Renumber program is vastly better than any we've seen or used.

## AUTO-LINE NUMBERING

Pressing the space bar can automatically type in your next Applesoft line number, in any increment you choose.

## THERE'S MORE?

Yes! A Space-On-Disk report during every catalog, instant Program Stats (start-of-program, Himem, etc.), the ability to omit or replace the cursor with any character. Plus handy one-key "screen switches" to view different pages and modes, and a one-key command to reveal control-characters as inverse.

-----  
**UPDATES:** If you have an old Double-Take that's not GPLE, 80-column or ProDOS compatible, mail Beagle Bros your *original disk* and \$10.00, and we'll send you an update.  
-----

# GPLE

GLOBAL PROGRAM LINE EDITOR by Neil Konzen

\$49.95, Compatible with any Apple II, DOS 3.3 and ProDOS—Includes Apple Tip Book #7

## A "WORD PROCESSOR" FOR APPLESOFT PROGRAMS

GPLE is *The* classic Applesoft line editor for the Apple. It lets you edit your program lines fast without awkward cursor-tracing or clunky "escape editing" methods.

GPLE is installed in memory when you boot, remaining "invisible" to your programs and unaffected by even the most "destructive" commands, such as FP and INT. You may install GPLE in normal 48K memory or in the Language Card (built-in on all IIE's and IIC's).

## INSERT AND DELETE

Now you can make almost instant changes to any Applesoft or Integer Basic program line. GPLE lets you jump the cursor to the change point in the line and insert or delete text. Other code in the line moves aside to make room (what you see is what you get). If you make a mistake, you can restore the line to its previous condition with a keystroke.

Control-characters are easy to insert and delete, appearing in inverse when being edited.

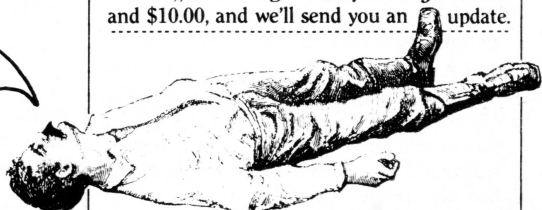
With GPLE, it is no longer necessary to trace the cursor to the end of the line you are editing. No matter where the cursor is, hit Return, and that line is entered into memory.

## GLOBAL SEARCH & REPLACE

GPLE finds any word or variable in a program, letting you change that line, delete it, or just look at it. Here are some examples of GPLE's Global capabilities:

- Look at all lines containing a GOSUB.
- Edit or delete all lines with a REM.
- Locate all occurrences of the variable XX.
- Replace all X-variables with ABC's.
- Change all *Hello* strings to *Good-Bye's*.

I CAN'T BELIEVE I  
PROGRAMMED ALL  
THOSE YEARS  
WITHOUT GPLE!



## DEFINABLE ESC FUNCTIONS

GPLE lets you define an ESC-keypress followed by any other key to perform any keyboard task. For example, *ESC I* can catalog drive 1, *ESCL* can do a "HOME: LIST", *ESC N* could type an entire subroutine... *Anything* you want, whenever you want it.

A complete set of Escape functions is included with GPLE, pre-programmed and ready to use. Each function may be used as is, or deleted or changed whenever you like. After you create your own "Escape Table", you can save it on disk so it will be in memory the next time you load GPLE.

## 80-COLUMN COMPATIBILITY

All GPLE edit and global features support Apple 80-column cards *and* most 80-column cards on *any* Apple IIC, IIE, II+ or II.

Double-Take, ProntoDOS, DOS Boss, Flex Type, etc.,—and, of course, all of your Applesoft and Integer Basic programs—get along quite well with GPLE.

## GPLE DOS MOVER

GPLE comes with its own "DOS Mover" program that lets you move DOS to the Language Card (built-in on all IIC's and IIE's) for an EXTRA 10,000 Bytes (10K) of programmable memory. GPLE itself may be located on the Language Card or in Main 48K memory.

## PLUS APPLE TIP BOOK #7

Learn more about your Apple—GPLE comes with more tips and tricks from Beagle Bros, many involving GPLE. Hours of good reading and Apple experiments.

**UPDATES:** If you have an old GPLE that's not Double-Take, 80-column or ProDOS compatible (even if it's an old *Synergistic* or *A.P.P.L.E.* version), mail Beagle Bros your original disk and \$10.00, and we'll send you an update.

# Silicon Salad

MULTIPLE-UTILITY DISK by Bert Kersey and Mark Simonsen

\$24.95, Compatible with any Apple II and DOS 3.3—Includes Apple Command Chart

## SOMETHING FOR EVERYONE

Silicon Salad has something for everyone (except folks without Apples). First of all, it's a disk, not a salad. Like Tip Disk #1, this disk has Apple Tip Book Tips, and then some.

## MORE TIP BOOK TIPS

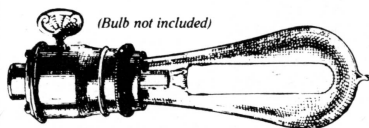
Silicon Salad has all of the *programs* from these recent Beagle Bros Tip Books:

- Tip Book #5 (Apple Mechanic)
- Tip Book #6 (Beagle Basic)
- Tip Book #7 (GPLe), and
- Tips & Tricks Chart #1 (Double-Take)

Here is just a small sample of what you get in the way of Tip Book programs:

- A hi-res Text Imprint routine that takes *anything you print* on the 40-column text screen and imprints it instantly, pixel-for-pixel, onto the hi-res screen.
- A routine that lets you Brun Hi-Res pictures (instead of Bload). The single command, "BRUN PICNAME", will cause the image to appear on the page you specify, automatically revealing that page with the screen split or full. The page and split/full-screen commands are invisibly imbedded in your hi-res picture.
- An Applesoft Error Trapper that lists the offending program line and highlights the illegal statement or misspelled word.
- A super-fast Word Alphabetizer. Beagle Bros held a contest last year for the fastest Basic sorter, and this one won.
- A 40-column Text Formatter that transfers anything and everything on the text screen into Applesoft Print statements that can be added to your programs.
- Beagle Blackjack! Written in Applesoft, and just as much fun as the real thing. People have fun customizing this one.
- A Help Screen trick that lets you store menus and such on text Page 2.

Plus, an APPLE COMMAND CHART comes FREE with every Silicon Salad (and Tip Disk #1 too—see page 22).



## BONUS UTILITIES FROM THE BEAGLE ARCHIVES!

Mark Simonsen and Bert Kersey started digging around in the Beagle Bros back-up vault and realized they had all kinds of "mini-utilities" that hadn't been used on any Beagle disk before. These programs have all been re-worked and polished to Beagle Bros standards and tossed into Silicon Salad.

**DISK SCANNER:** This machine language program scans a disk, looking for and reporting flawed sectors. Bad sectors are automatically "sealed off" to protect your programs.

**KEY-CLICKER:** This one makes your Apple emit a faint (definable) click with every keystroke. Many computers use this feature.

**DOS-KILLER:** You only need DOS on disks that you are going to boot. This program removes DOS to create "data disks". The best part is that you gain 32 free sectors of space.

**TWO-TRACK CAT:** Normally you can only store 105 files on a DOS 3.3 disk. Now you can store twice that many!

**PROGRAM SPLITTER:** Is hi-res in the way of your Applesoft programs? Use this routine to make programs "jump over" either or both hi-res pages, and make the most efficient use of your Apple's memory.

**UNDELETE:** Reveals and "unerasers" deleted files. Could prevent a bundle of trouble.

## TWO-LINERS TOO

It seems like the Applesoft Two-Liners just keep getting better. These little gems, mailed in to Uncle Louie by Beagle Bros customers from around the world, can teach you a bunch about programming efficiently in Applesoft. At the Very least, they are all Very entertaining.

## THAT'S NOT ALL

But that's all we're going to tell you about.

# Tip Disk #1

100 TIP BOOK TIPS ON DISK by Bert Kersey

\$20.00, Compatible with any Apple II and DOS 3.3—Includes Apple Command Chart

## 100 PROGRAMS READY TO RUN

Don't type in those programs from the Beagle Bros Tip Books. Here they are, typed for you, tested and ready to run—100 programs from Beagle Bros Apple Tip Books 1, 2, 3 and 4. Many are useful; a few are useless; *all* are interesting, listable and copyable. And each program teaches another elusive fact about making your Apple do one of its things. Includes fascinating Two-Liners from all over the world (and elsewhere).



SINCE I GOT MY  
BEAGLE BROS COMMAND  
CHART, I'VE ACQUIRED  
NEW VIM AND VIGOR!

(an unsolicited  
endorsement)

## FREE COMMAND CHART WITH EACH TIP DISK AND SILICON SALAD

Each Tip Disk #1 and Silicon Salad disk comes with a free Peeks & Pokes Chart *and* an 11x17 APPLE COMMAND CHART, an alphabetical listing of all Applesoft, Integer Basic, DOS 3.3 and ProDOS commands and their functions, typeset and printed on heavy-duty stock. Now you can see *all* commands at a glance and experiment with—who knows?—commands you maybe never knew existed.

## SAMPLE PROGRAMS FROM TIP DISK #1

**WEATHER CHART:** Chart the weather for your home town. In hi-res!

**TWO-LINERS:** Excellent examples of plain and fancy Applesoft programming.

**RESET RUNNER:** Cancels Reset so it won't exit your programs.

**ALIEN DRIZZLE:** A lo-res shooting game. This one won't be seen in the arcades.

**VISI-SORT:** Watch while words are alphabetized. List and learn.

**APPLESOFT CRUISE:** Peek at your Apple's vocabulary with this program.

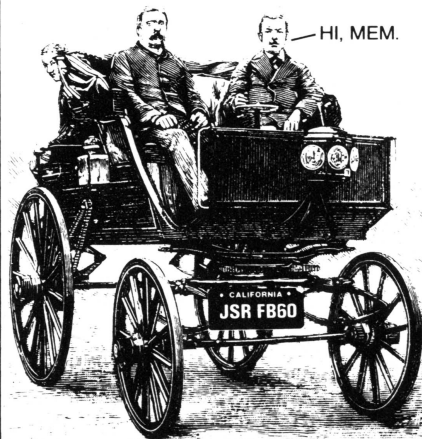
**TYPING TEST:** Clock your typing speed in words per minute.

**TELETYPE:** One more way to display text screen text. A bit noisier than some.

**BIT SPLITTER:** An interesting demonstration of binary numbers.

**HI-RES CIRCLES:** One way to draw them from Applesoft is to use this program.

**91 MORE PROGRAMS:** All are LIST-able and COPY-able. If you're into Applesoft programming, you're going to like Tip Disk #1.



## APPLE VANITY PLATES

We just got personalized license plates (below) for all of the Beagle Bros staff cars. Pictured on the left are Mark Simonsen, Alan Bird and Jack Cassidy (partially obscured, as usual) in Mark's new Toyota.

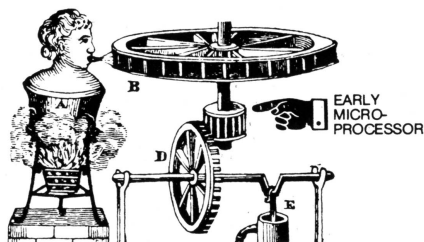


1985 PRODUCT  
OF THE YEAR!  
A+ Magazine  
Reader's Choice

# Utility City

21 UTILITIES ON ONE DISK by Bert Kersey  
\$29.50, Compatible with any Apple II and DOS 3.3

**UTILITY CITY** is 21 useful and entertaining Apple utilities, ready to be used as-is, or inspected, and even changed if you want. Unlocked software is the *only* way to fly!



**BIGLINER:** Renumber program lines to 65535 making them inaccessible. Protect your copyright messages or subroutines.

**FILENAME ZAP:** Create trick file names—inverse, flash, mixed and/or *invisible*—to protect files or dress up your catalogs.

**SCREENWRITER:** Compose and format 40-column text layouts (title pages, menus, displays, etc.) on your monitor. Words may be moved; centered or flush left or right. Move entire blocks of copy too. (No relation to Sierra On-Line's *SCREENWRITER II* word processor.)

**MULTI-CAT:** Send long catalogs to your printer or CRT in multiple columns (3, 4, 5...) and in any column-width (40, 60, 80...). Sector numbers may be included or omitted.

**SORTFILE:** Sort, store and update simple one-field lists on disk. Listable and customizable.

**RUN COUNTER:** Appended to Applesoft programs. Prints the number of times a program has been Run, each time it's Run.

**LINE SEARCH:** Find program lines in memory for program repair or "illegal" alteration.

**CONNECT:** Append programs together or attach subroutines to programs without retyping.

**KEY-CAT:** Select and run programs from catalog with one keystroke (no need to type file names). Space-On-Disk report too.

**INT CONVERTER:** Convert Integer programs to Applesoft. Integer Basic language is required.

## UTILITY CITY'S XLISTER

**XLISTER:** Convert your normally confusing Applesoft listings into a set of clear step-by-step instructions. After loading your program, just type "Exec Xlister" to list all or part of a program. Each program statement appears on a new line, properly spaced in the chosen column-width. Every statement following an IF is called out. For-Next loops are indented ala Pascal. XLISTER is useful for de-bugging or for making archive printouts (with *page breaks*) of your finished work.

Below is a demo program "Xlisted" in 40 columns (you may select *any* column-width.)

```

-----
10  REM CUSTOM.LIST.DEMO
-----
15  HGR
    :HOME
    :PRINT CHR$(21)
    :VTAB 22
    :NORMAL
-----
20  FOR X=0 TO 279
    : POKE 228,99+X/99
    : Hplot 0,0 TO X,159
    : IF X<160 THEN GOSUB 90
    * : Hplot 0,0 TO 279,X
    * : GOTO 30
-----
25  GOSUB 100
-----
30  NEXT
    :HTAB 1
    :PRINT "DONE";
    :CALL -868
    :END
-----
90  VTAB 22
    :HTAB 1
    :PRINT "DRAWING: ";X;
    :RETURN
-----
100 HTAB 1
    :PRINT "ALMOST DONE: ";X;
    :RETURN

```

Each program statement appears on a new line, thus unscrambling the listing.

For-Next loops are indented.

The asterisks indicate that a statement will be executed only if the "IF" is true.

*Note: Two similar programs appear on our DOUBLE-TAKE and BIG U disks. They are both written in machine language and execute about 99 times faster than Utility City's Xlister, which is written in Applesoft (making it customizable). DOUBLE-TAKE's lister scrolls two ways but does not indent loops.*



# BIG U

**ProDOS™ UTILITY DISK by Randy Brandt**

*\$34.95, Mostly compatible\* with any Apple II (64K or 128K)\* and ProDOS*

*\*Compatibility Note: The Big U programs listed in this column require 128K minimum and/or 80-column hardware:*

## NEW ProDOS UTILITIES

### FILE MASTER (80-columns required)

File Master replaces Apple's monstrous *Filer* and *IIC System Utilities* programs for ProDOS file manipulations (not 3.3). File Master is fast, friendly, GPL-compatible (no need to reboot) and *one-half* the size of *Filer*.

**MENU-SELECTABLE OPTIONS:** Copy or Move all kinds of ProDOS files from disk-to-disk or directory-to-directory. VIEW the contents of any file. TIME & DATE always appear on the screen and may be adjusted.

With 128K, File Master will format the RAM disk† and transfer files to or from floppies. Or disconnect the RAM disk to free auxiliary memory. Format floppies too, gaining up to *40 more blocks of disk space* (depends on your drives).

### CRT WRITER (IIC or 80-column IIC reqd.)

Use CRT Writer to create fancy 80-column title screens for your programs. Or write and print short notes without booting up your word processor. Includes advanced features like block-move and instant "undo" (repairs mistakes). Save screens on disk for later use.

### KEY-CAT 80 (80-columns reqd.)

Press Control-Reset to *instantly see* a disk's catalog in 80-columns. One keystroke then Runs any program (no file names to type).

### RAM-LOAD (IIC or 128K IIC reqd.)

Automatically transfers files to and from the RAM disk. † Loads fast—10 blocks per second! Make a custom floppy with your most-often used programs, and load them all into memory.



†With 128K, you can use the RAM disk like a ProDOS version of our DOS 3.3 *DiskQuik* disk (described on pg. 12).

*\*Compatibility Note: The Big U features listed in this column require 64K minimum and will work on any Apple II:*

## NEW ProDOS COMMANDS

Big U lets you add 18 new commands to your repertoire. Here are just a few:

**COPY:** One keyboard command will copy any type of ProDOS file from disk-to-disk or from directory-to-directory (or subdirectory).

**XLIST:** List the Applesoft program in memory at machine-language speed in improved format (each statement on a new line).

Same format as on Utility City and Double-Take (see sample printout on page 23), but "XLIST" becomes an in-memory alternative to Applesoft's LIST command.

**ANYCAT:** Catalog both DOS 3.3 and ProDOS disks with the same command.

**MON & NOMON:** Monitor ProDOS file handling so you know what is happening (works just like DOS 3.3's MON command).

**SHOW:** One command both loads and shows you any hi-res picture on a disk.

**SEE:** List any Applesoft disk program without disturbing the program in memory. You can "SEE" text files too.

## BIG U BONUSES

**ERROR EDITOR-PRO:** Change ProDOS's error messages to anything you want. Just like DOS Boss—change "Path Not Found", etc.

**INPUT-PRO:** A smart Input routine! Accepts commas & colons, and rejects control-characters. Hit Esc to abort input, or hit Return with cursor anywhere on the line. Makes IIC/IIC Delete-key backspace & delete. Lets you pre-determine maximum string length.

**REM ZAPPER:** Lets you work two versions of the same Applesoft program—one with Rem's and one without. Switch instantly.

**CUSTOM-CAT:** Print multi-column ProDOS catalogs on the screen or on your printer.

**DATE-CAT:** Makes the current date appear at the top of your ProDOS disk catalogs.

**U-CITY CONVERSIONS:** The Big U disk includes ProDOS versions of several Utility City programs (Bigliner, Append, Run-Counter, Date-Counter, etc.—see page 23).



# Pro-Byter

**DISK INSPECTOR/ProDOS™UTILITY** by Bert Kersey and Jack Cassidy

\$34.95, Compatible with any Apple II (64K min.) and ProDOS

(Reads both ProDOS AND DOS 3.3 disks)

## ALL-NEW—BYTEZAP.PRO

Pro-Byter's *Bytezap.Pro* program lets you inspect and change ProDOS & DOS 3.3 disks at the byte level. Make improvements and disk or program repairs that are impossible under normal-DOS control. This is an *all-new program* with instantaneous block-to-block (or sector-to-sector) viewing and big new features.

### SEARCH A FILE OR AN ENTIRE DISK

Bytezap.Pro lets you find any word or phrase on a disk. Or search a specific ProDOS or DOS 3.3 file. When you find what you're looking for, you can change it on the spot.

Even if you don't know beans about machine language, you can change other programmers' text screen messages. Easy instructions and examples are included.

Repair "zapped" disk bytes too, that might be causing disk malfunction.

Instant disk maps show which sectors or blocks are occupied. Specific files can be mapped too, in DOS 3.3 or ProDOS.

### CUSTOMIZE DISKS

Easy instructions show how to make changes to disks, other programmers' programs, and DOS itself—a changed byte here and there can produce amazing results.

This is a **USEFUL, FUN PROGRAM** on a great disk. Buy it—you'll be glad you did!

## ProDOS INCLUDED

The latest official version of Apple's ProDOS (version 1.1.1 with the new "Bye" command) is included on the Pro-Byter disk. Boot it, use it, and (with a little help from Pro-Byter) customize it to suit your style.

## MACHINE LANGUAGE EDITOR

Pro-Byter features a sophisticated easy-to-use memory inspector that lets you not only view and change your Apple's memory, but *insert and delete* bytes as well! If you type in machine language programs from magazines, you'll *love* being able to make corrections to code (no machine language knowledge required).

You can inspect auxiliary and main memory in a flash. The Pro-Byter manual shows you where in memory to look to find some very interesting stuff.

## NEW ProDOS UTILITIES

### MACHINE LANGUAGE SORTER

One CALL in your Applesoft program will alphabetize a list of words or numbers—*super-fast!* This program works with normal string-arrays: *A\$(1), A\$(2), A\$(3)*, etc.

### APPLESOFT CONVERTER

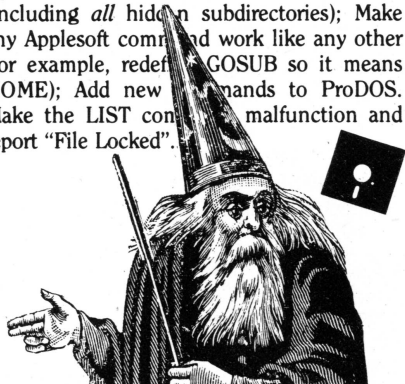
Convert your Applesoft program lines into machine code that can be Called by any Applesoft program. Useful subroutines can be Blooded from disk and Called instead of typed in.

### TEXT TYPER

Read and print ProDOS text files (or almost any kind of file) on your screen or printer. Now you can look at most word processor files (*AppleWorks* files, for example) without having to boot another disk.

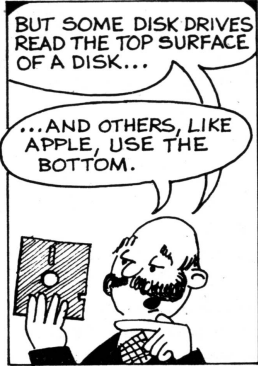
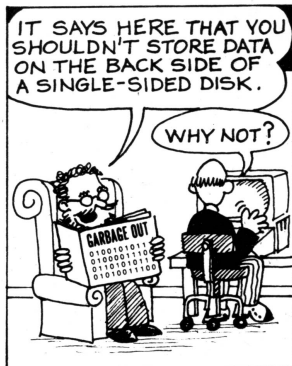
### AND MORE

The Pro-Byter disk and manual are *full* of useful goodies: Put time and date of save in your disk catalogs, without a clock; Print alphabetized lists of your ProDOS catalogs (including *all* hidden subdirectories); Make any Applesoft command work like any other (for example, redefine GOSUB so it means HOME); Add new commands to ProDOS. Make the LIST command malfunction and report "File Locked".



## PLUS ALL-NEW APPLE TIPS

From the authors of DOS BOSS (Bert Kersey and Jack Cassidy)—Pro-Byter comes fully-equipped with Apple Tip Book #8. You'll get page-after-page of juicy tips, experiments and inside info about your Apple. Learn secrets about Apple's new operating system and disk structure; Break Apple's secret code for storing messages; Find more free space for your machine language programs.



**AND NOW, FROM TIP BOOK #8...**

Here are a few ProDOS and no-DOS tips borrowed—with permission from Bert & Jack—from Apple Tip Book #8, which is included free with Pro-Byter (previous page). Boot up a ProDOS disk, preferably Version 1.1.1, before trying the DOS-related tips.

**DRIVE 2 (c) BOOT**

On an Apple IIc, you can boot ProDOS from drive 2 by typing “:PR#7”. The leading colon makes the IIc interpret this as an Applesoft (not DOS) command.

**NO MONSTERS ALLOWED**

Did you know that, with ProDOS booted, you can type the title of this paragraph and not get a ?Syntax Error? (Hey, we never said these tips were *useful*).

**AUDIO RADIANCE**

Turn your portable radio on and place it against one side of your Apple's monitor. Now try the other side. You'll probably notice that one side creates more static. If we were you, we'd keep our disks away from the noisy side.

**VERIFY WHAT?**

Type “VERIFY” followed by a filename. This proves that the file exists on the disk. Now type “VERIFY” with *no* filename. This proves you're not using an IBM PC.

**COMMAND CRUNCHER**

Tired of Applesoft commands that work and error messages that make sense? Well, **POKE 48646, 44** should give you a chuckle. It makes every non-DOS command print an error message (of sorts). Type “PRINT”, for example, or your name. For a cure, type “:POKE 48646,76”.

**PEEKs & POKES CHART FIX**

Under “ProDOS LOCATIONS”:

48855-56 **Last Blood Start** ..... \$BED7.BED8  
 48857-58 **Last Blood Length** ..... \$BED9.BEDA

**ANOTHER BYTE SAVER**

Instead of “VTAB 5: HTAB 1: PRINT IT” use “VTAB 4: PRINT: PRINT IT”. You'll save one big byte! And besides that, this is an effective 80-column trick that overcomes that Htab bug in older IIes.



**NO DEVICE CONNECTED**  
 CALL 39662 if you don't believe us (ProDOS only).

**GRIDDER**

Short on graph paper? Why not print some with your printer? Make a bunch of copies on the office copy machine while no one's looking.

```

10 REM 24X40 GRID
15 D$ = CHR$ (4)
20 V$ = CHR$ (124)
25 L$ = CHR$ (95)
30 S$ = CHR$ (32)
33 PRINT D$;"PR#1"
35 FOR H = 1 TO 24
40 PRINT S$;L$;L$;
45 NEXT H
47 PRINT S$
50 FOR V = 1 TO 40
55 FOR H = 1 TO 24
60 PRINT V$;L$;L$;
65 NEXT : PRINT V$
70 NEXT
75 PRINT CHR$ (12)
80 PRINT D$;"PR#0"
    
```

Hi-Res Action  
and Strategy!

# I. O. Silver

HI-RES STRATEGY/ARCADE GAME by Brad Wilhelmsen

\$29.95, Compatible with any Apple II



## TWO GAMES IN ONE

I. O. Silver is both a thinking-person's Strategy game and a fast action Arcade game. In fact, it can be played both ways.

Your job is to arrange hi-res computer chips on the screen in combinations that will eventually create the famous "Super Computer". Between you and success are a collection of fast-moving computer "bugs" that want to rob you of your most valuable asset—time.

## "RUTHLESSLY ADDICTING..."

Check the game reviews in the Sept. 85 issue of inCider Magazine: "I. O. Silver causes acute arcade addiction—the strongest recommendation for any game... this is one of the most ruthlessly addicting games in years."

★ ★ ★

Attention Programmers: I. O. Silver Source Code is available on three 2-sided disks for \$30. Buy the game first; details are enclosed.

12 Great  
Applesoft Games!

# Beagle Bag

12 APPLESOFT GAMES ON ONE DISK by Bert Kersey

\$29.50, Compatible with any Apple II and DOS 3.3

## COMPARE BEAGLE BAG

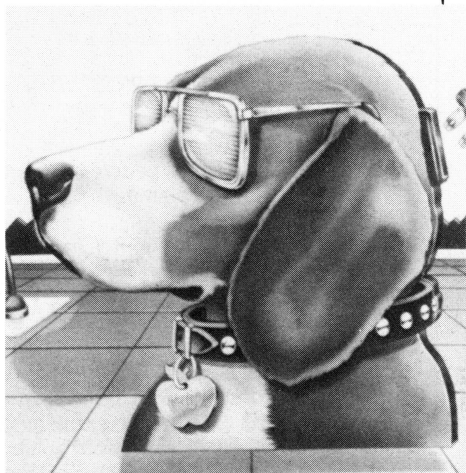
Compare Beagle Bag with *any* single-game locked-up disk on the market today. The games are a blast, the price is right, the instructions are crystal clear, *and* the disk is copyable!

## MORE GAMES PER BUCK

Beagle Bag's got TWELVE great games by the Applesoft Ace, Bert Kersey— *TextTrain*, *Slippery Digits*, *Wowzo*, *Magic Pack*, *Buzzword*... More hours of enjoyment for your money than any of the competition. See Beagle Bag's review in the January 1983 issue of *Softalk*.

## LIST AND LEARN

Beagle Bag's games are all List-able so you can see what makes them work (many of our customers have reported learning programming skills from our games). Programs may even be customized if you want. Unlocked software is the *only* way to fly.



SOPHIE, THE BEAGLE BROS BEAGLE

# SHORT SUBJECTS

by Bert Kersey

Hello. Here are some short Applesoft programs for you to type in. Some of them have appeared in our Apple magazine ads in the past year or so. Some haven't.

## EXCALCULATOR

Leave this one running on your Apple to impress your friends.

```
1 HOME : INVERSE
2 X = RND (1) * 24 + 1
3 VTAB X
4 HTAB X
5 PRINT X;
6 HTAB 26 - X
7 PRINT X;
8 GOTO 2
```

## UNDOUBTEDLY A HARDWARE PROBLEM

Maybe if you wiggle the rabbit ears...

```
1 READ N: DATA 1,4,10,21,19,20,
-32,22,5,18,20,9,3,1,12,-32,
8,15,12,4,0
2 IF N THEN W$ = W$ + CHR$ (N +
64): GOTO 1
5 FOR X = 1 TO 10: L$ = L$ + "-":
NEXT : W$ = L$ + W$ + L$
6 HOME : VTAB 24 * RND (1) + 1:
PRINT W$: GOTO 6
```

## SUMMER OF 85

This one needs some updating. Go to it!

```
10 HOME : HTAB 5: POKE 33,28: FOR
I = 1 TO 92: POKE 50,255 -
192 * (I = 4 OR I = 64)
20 J = J + 1 - 31 * (J = 31): PRINT
CHR$ (9 + (J = 1)); SPC (2 +
(J < 10)); J: NEXT
30 PRINT : POKE 33,1: PRINT "JUL
Y..AUG..SEPT..."
```

## YIPES, STRIPES!

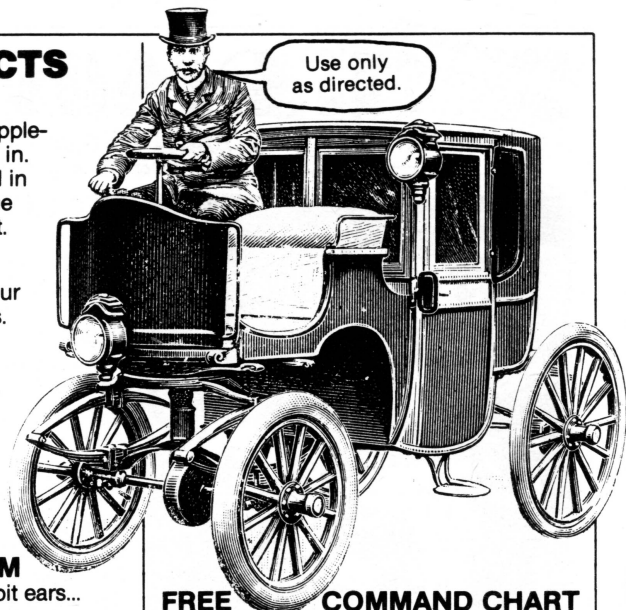
This one converts a lo-res pattern into text and back. A Poke is to blame.

```
4 HOME : GR : X = 39
5 FOR A = B TO X: COLOR = A: HLIN
B,X AT A: VLIN B,X AT A: NEXT
:N = N + N = 0: POKE 49232 +
N,0: GOTO 5
```

## CHECKERTEXT

Destroy the text screen with the lo-res PLOT command!

```
2 PRINT CHR$ (21): COLOR = 2: FOR
X = 0 TO 39 STEP 2: FOR Y =
1 TO 47 STEP 2: Z = Z = 0: PLOT
X + Z, Y: NEXT Y, X: POKE 37,2
55
```



## FREE COMMAND CHART

Actually a logjam of Applesoft's reserved words extracted from location \$DODO.

```
1 FOR A = 800 TO 811: READ B
2 POKE A,B: NEXT : CALL 800
3 DATA 185,208,208,9,128,32,237,
253,200,76,32,3
```

## BUZARRE

As you may know, peeking location 49200 buzzes the Apple's speaker. This program changes the "pitch" of that buzz by making the Apple calculate to get 49200.

```
0 HOME
1 FOR X = 1 TO 15
2 S = PEEK (09200 + 40000): NEXT
3 N = INT (RND (1) * 5) + 48
4 POKE 2075,N: POKE 2081,100 - N
5 VTAB 9: LIST 1 - 2: GOTO 1
```

## THE BIRDS

This one is actually worth typing in. It drives User, our cat, bananas!

```
10 A$ = "CHIRP!": FOR X = 0 TO 17
: READ A: POKE 12345 + X,A: NEXT
15 N = RND (1) * 6: R = RND (1) *
66: FOR X = 1 TO N: POKE 0,R
: CALL 12345: PRINT A$;: NEXT
25 GOTO 15: DATA 173,48,192,136,
208,4,198,0,240,7,202,208,24
6,166,0,208,239,96
```

## POKE POKE LIST

Wasting time playing with the text window.

```
5 R = INT (RND (1) * 40): POKE
32,R: POKE 33,40 - R: LIST :
RUN
```

## NON-BEAGLE PRODUCTS FOR SALE BY MAIL

As a service to those of you living in or near the Boonies, we offer these utility-related products by other publishers. We can ship them all fast, by First Class Mail. Please add \$1.50 shipping.



"Hmm-mm... ANOTHER package from Beagle Bros... Funny, it doesn't FEEL like cough drops..."

### The DOSTalk Scrapbook . . . . \$14.95

by Tom Weishaar and Bert Kersey

This one is *almost* a Beagle product. We don't publish it though—Tab Books does.

If you miss Softalk Magazine like we do, buy this fully updated and re-polished compilation of Tom Weishaar and Bert Kersey's *DOSTalk* columns. 256+ pages of DOS and non-DOS info and tips for all levels of Apple programmers.

Coming in mid-1986: From Bantam Books—**THE BIG BEAGLE BROS APPLE TIP BOOK** by Bert Kersey and William B. Sanders

### Bag of Tricks . . . . . \$39.95

A great disk! Examine and edit DOS 3.3 disk data, reformat tracks and auto-repair damaged 3.3 disk catalogs. From Quality Software.

### Beneath Apple DOS (3.3) . . . \$19.95

### Beneath Apple ProDOS . . . \$19.95

The ultimate technical reference books to DOS 3.3 and ProDOS. Every Beagle programmer recommends them. From Quality.

### Merlin Pro (128K, 3.3 & Pro) . . . . \$99.95

### Merlin (DOS 3.3 only) . . . . . \$64.95

From Roger Wagner Publishing, *MERLIN PRO* is the 6502 assembler we use here at the Beagle Building. It is designed specifically for the Apple IIc or 128K IIe, and works under ProDOS as well as good old DOS 3.3.

### Print Shop . . . . . \$49.95

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You can't buy these products from us, but we think you ought to buy them anyway. When you do, tell them Beagle Bros sent you.

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Tom Weishaar (author of *Frame-Up*, *Pronto-DOS*, *DOSTalk*, and you-name-it) has a real winner here. *Open-Apple* is every Beagle Bros programmer's official monthly source of Apple II programming tips and inside info.

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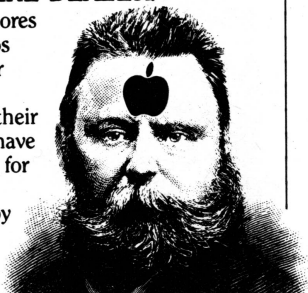
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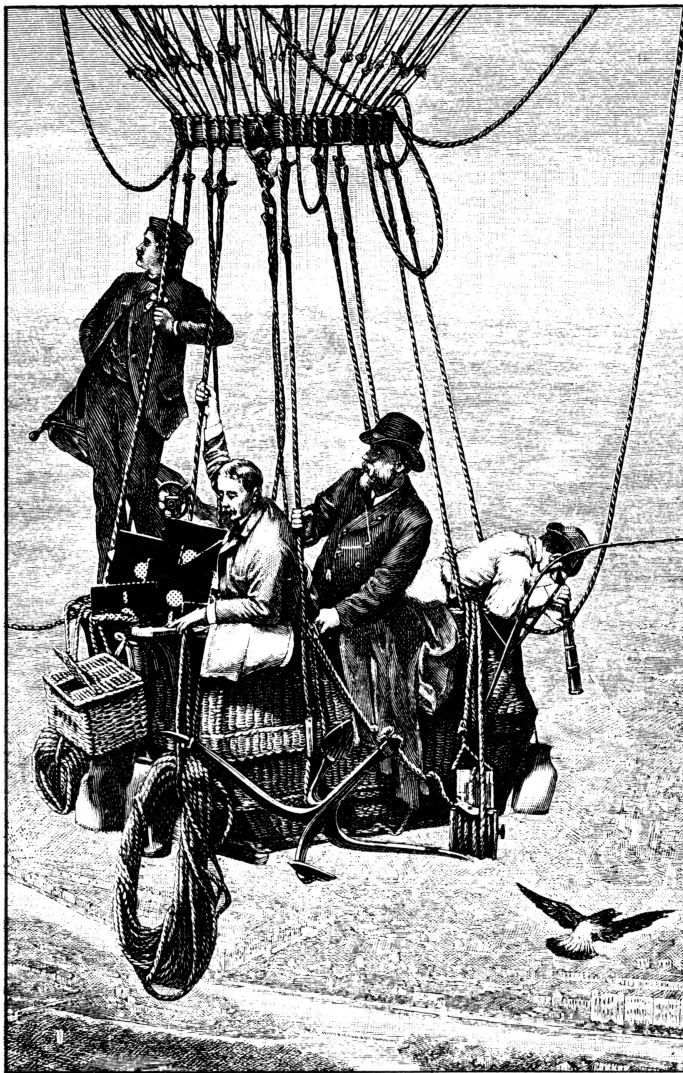
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